

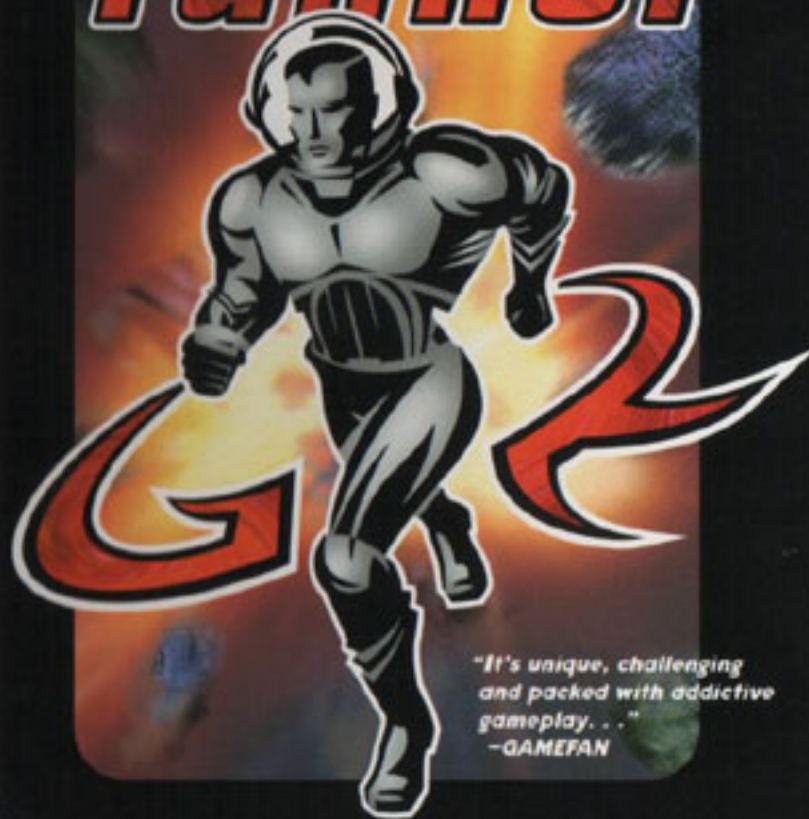
SEGA™



SEGA SATURN™

T-7025H

# grid runner™



"It's unique, challenging  
and packed with addictive  
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## **table of contents**

setting up	<b>2</b>
gameplay controls	<b>3</b>
introduction	<b>4</b>
how to play	<b>4</b>
one-player game	<b>5</b>
two-player game	<b>5</b>
main menu and modes of play	<b>5</b>
settings menu	<b>5</b>
screen layout	<b>6</b>
magic meter and spells	<b>6</b>
bonus rounds and statistics	<b>7</b>
enemies & worlds	<b>8</b>
arrow indicators	<b>8</b>
hidden secrets	<b>9</b>
saving/loading games and passwords	<b>9</b>
credits	<b>10</b>
limited warranty	<b>15</b>

## setting up

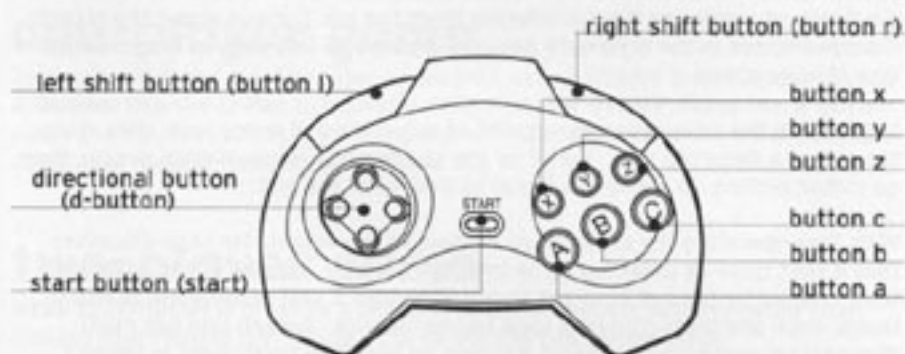
1. Set up your Sega Saturn system and plug the Control Pad into CON #1.
2. With the power switch OFF, insert the *Grid Runner* disc into the disc tray.
3. Turn on your TV or monitor, and then turn on the Sega Saturn.
4. The Sega logo, the Virgin Entertainment logo and a short introduction will appear.
5. Press the **START** button to go to the *START/Options Screen*. If you do not press any buttons, a short preview/demo mode will play.

If nothing happens on screen when you start up, turn the power switch to OFF. Check your Sega Saturn system. Make sure the disc is properly inserted in the console. Turn the power switch ON again.

Always turn the power switch OFF when you are inserting or removing the disc.



## gameplay controls



All listed controls are set as default controls.

### default controls:

- A Button Fire
- B Button Speed
- C Button Teleport
- X Button Build
- Y Button Mine
- Z Button Slow Spell
- L1 Button Has no default function
- R1 Button Has no default function



## introduction

The Gridonian Asteroid Field has always been considered a safe, direct route between Earth and the Nether-Planets. But when ships start to disappear, the Galactic Government is forced to place a quarantine on the entire region.

An exploration team is needed to investigate the strange occurrences. Axxel and his good friend Tara are well-known freelance explorers, and the Government wastes no time in offering them the job. Curious about the recent disappearances in the once-safe passage, Axxel and Tara take to the investigation at warp speed.

Not far into the criss-crossing network of asteroids and space junk, they stumble across a deserted ship. Lured by the spacecraft's unusual alien design, they go closer, picking up a distress signal as they near the hull.

With Tara operating the controls, Axxel boards the vessel. He soon discovers that it isn't quite as deserted as he initially thought! Instead, it's an elaborate trap, created by the evil empress Vorga who rules a vast underworld of many levels, each one protected by a loyal enemy warrior. Sucked into her multi-dimensional world, you, as Axxel, become an unwilling participant in Vorga's deadly game. You have only two choices: be a *Grid Runner*... or die!

## how to play

The first stage in the game is a tutorial round. It will teach you exactly how to play the game step-by-step. During the tutorial, you will be required to press the **START** button after each tip. You can turn off the tutorial by going into the **SETTINGS MENU**, highlighting **TUTORIAL** and selecting **OFF**.

Your objective in *Grid Runner* is to defeat your enemies in Vorga's underworld realms—each one a maze-like grid—by capturing the designated number of flags for that round. However, capturing the flags is not without challenge: If an enemy has tagged you “IT” in his world, you must first “tag” (touch) him back before you can resume collecting flags.

Within each grid are obstacles and pests. Some must be avoided while others can be used to your advantage. With every new stage, you face a more skillful opponent, determined to tag you “IT” at every chance.

### easy-to-follow guide

- ◆ The round begins with both players being neutral (“Not IT”).
- ◆ The first player to capture a white flag remains neutral (“Not IT”) and has gained the right to capture more flags.
- ◆ The other player, meanwhile, becomes “IT,” and his mission is to chase down his opponent and tag him. In order to “tag” an opponent, simply touch him. Remember: While “You’re IT,” you cannot capture flags.
- ◆ While “Not IT” you must capture the designated number of flags in each round.

- ◆ You can capture your opponent's flag and, in doing so, add a flag to your tally while taking one away from his. But be careful! Your opponent can do this to you as well.
- ◆ After you have captured the designated number of flags, you win and progress to the next round.

## one-player game

To play against the evil computer opponents, select **START GAME** and press the **A Button**. Use the **D-Pad** to highlight **ONE-PLAYER START**. Press the **A Button** again and you're ready to go one-on-one with Vorga's henchmen. (Find out more about your monster opponents on page 8.)

## two-player game

While *Grid Runner* is great as a one-player game, there is nothing better than making your friends cry “Uncle.” Check out the two-player game!

To play head-to-head, select **START GAME** and press the **A Button**. Use the **D-Pad** to highlight **TWO-PLAYER START**. Press the **A Button** again and you're ready to go! (Please note: If two controllers are not plugged in, you will not be able to select a two-player game.) Player One will be the blue Axxel on the top screen and Player Two will be the red Axxel on the bottom screen.

Before the first two-player round, you will be provided with the following options:

**NEXT ROUND** – Select this and you will warp to world 1, round 1.

**WORLD** – Select this and you can set your destination from among one of 28 rounds.

## main menu and modes of play

From the *Main Menu*, you can select **START GAME** or **SETTINGS MENU** by using the **D-Pad** to highlight your selection and pressing the **A Button**.

### start game

In the **START GAME** menu, you can start a One-Player or Two-Player game, restore a previous game or exit back to the *Main Menu*.

## settings menu

In the **SETTINGS MENU**, you have the following options. Use the **D-Pad** to highlight your selection and the **A Button** to change it:

**Configure Controller:** If you would like to change the controller button layout, simply press the **A Button** to navigate among the four different pre-set configurations.

**Sound Mode:** You may choose "mono" if your TV has one speaker or "Stereo" if it has more than one. Press the **A Button** to select your setting.

**Sound Volume:** Press the **A Button** to adjust the sound effects volume.

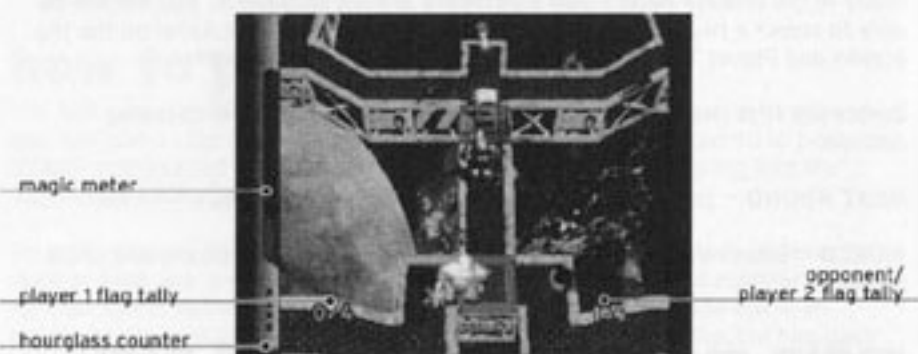
**Music Volume:** Press the **A Button** to adjust the music volume.

**Two-player Handicap:** Press the **A Button** to raise and lower the handicap. During a two-player game, the handicap is adjustable so that the players may be evenly matched. The meter has increments with a 1 on the left and a 2 on the right. If you set the meter all the way on the 1, then 2 will have less speed, agility and magic. If you set the meter all the way on the 2, then player 1 will have less speed, agility and magic.

**Tutorial:** Press the **A Button** to turn the tutorial ON or OFF.

To return to the *Main Menu*, highlight the **EXIT TO MAIN MENU** option and press the **A Button**.

## screen layout



## magic meter and spells

You have a variety of magical spells available for you to use throughout the game. You can use any spell as often as your magic meter will allow. The magic meter indicates how much magic you, as Axxel, have in your possession. When the magic meter is empty, you can't cast any spells. You will gain magic automatically over the course of time, but this process can be sped up if you collect the bouncing red power-ups that are distributed across the playing field.

### here is a listing of the magic spells that you (and your opponents) can cast:

**Slow Spell** – When this spell is cast, energy will flow out of you and search for the enemy. This will slow your opponent down overall.

**Speed Spell** – Use this to run faster. Each button press will speed you up one increment. The more times you cast this spell the faster you will go.

**Teleport Spell** – When this spell is cast you will randomly warp to one of the gray tiles located around the playing field.

**Mine Spell** – Use this spell if an enemy is on your heels. Each press of the button will lay down a mine that will topple the enemy should he run into it.

**Remember to pace yourself! Use your magic carefully and watch your magic meter!**

### here is a list of spells that won't cost you any magic points:

**Build Spell** – This may be the most important spell that you have. When this spell is cast, you'll throw down a small bridge. You can use it by walking over it to reach power-ups or flags, but the magic only lasts so long. These bridges will eventually disappear.

**Fire Energy Ball** – Firing this at an opponent will temporarily slow him down. When you fire this at a pest, it will destroy it.

### magic: things you pick up that help you:

- **Red Power-Ups** – Give you one magic increment for every one you pick up.
- **Green Power-Ups** – Will speed you up one increment for every one you pick up.
- **Weapons Boost** – Gives you greater firing power. The further you progress in the game, the more you can upgrade your powers.
- **Hourglasses** – Will give you 5 seconds in the Bonus Round for each one you pick up. If you are already in the Bonus Round it adds more time to that particular round. Each round has four Hourglasses per stage which means a maximum of 60 seconds at the start of each bonus round if you collect them all. (There are no Bonus Rounds in the Two-Player game.)

## bonus rounds and statistics

Bonus Rounds are only available in the One-Player game. When you complete all 3 rounds of each world, you will gain access to the Bonus Round for that world. Remember, the more Hourglasses you collect in the first 3 rounds, the more time you will have to collect power-ups. In Bonus Rounds, these power-ups come in the form of bouncing balls in various sizes. You can increase your attributes by collecting as many power-ups as you can. These will all be tallied at the end of the round.

### you have three attributes which can be increased. they are:

**Green Power - Ups** – Will permanently increase your overall speed.

**Red Power - Ups** – Will increase the speed at which your magical energy replenishes during gameplay.

**Blue Power-Ups** – Will increase your athletic ability (with the exception of top

speed). These abilities include acceleration, maneuverability, traction and recovery time from pests and obstacles.

## enemies & worlds

In the One-Player game, you will compete against 14 monster opponents and finally Vorga herself. These monsters are diabolical, dangerous and almost as sneaky as you are. Check out the chart below so you'll know where your enemies live.



World 1:  
Solaria  
Enemy:  
Krosch



World 2:  
Nimbus  
Enemy:  
Minox



World 3:  
Circe  
Enemy:  
Lethotep



World 4:  
Aquar IV  
Enemy:  
Krayken



World 5:  
Galacia  
Enemy:  
Kolo



World 6:  
Ash  
Enemy:  
Belok



World 7:  
Hexol  
Enemy:  
Mantos



World 8:  
Aquar II  
Enemy:  
Bog



World 9:  
Virion  
Enemy:  
Cauldron



World 10:  
Ferrinar  
Enemy:  
Neenott



World 11:  
???  
Enemy:  
????



World 12:  
???  
Enemy:  
????



World 13:  
???  
Enemy:  
????



World 14:  
???  
Enemy:  
????



World 15:  
???  
Enemy:  
????

## arrow indicators

You will notice that in both the one-player and two-player games, there are arrows circling around both players heads that will follow you no matter where you go. If "YOU'RE IT," the arrow points to your opponent so you can follow the arrow to chase him down. If you're "NOT IT," the arrow points from the direction of your opponent, indicating from which direction he is coming. When both players are on screen, the arrows disappear.

## hidden secrets

There are lots of them, but we're not going to tell you!  
Sorry!!!!!!!!!!!!!!!!!!!!!!!!!!!!

## saving/loading games and passwords

If you can finish *Grid Runner* in one sitting then you either should (a) go to the bathroom as it's been a long time or (b) get a trophy for being the best game-player on Earth! Since most everyone cannot make the sacrifices necessary to accomplish this task, we have cheerfully included a **Save Game** feature.

### saving/loading games through your saturn's system memory

When you complete a world in *Grid Runner*, you will be able to save progress you have made in the game up to that point. After the third round of a particular world, you will see the **SAVE GAME SCREEN**. If you want to Save a game, simply use the **D-Pad** to navigate and highlight the block of memory on the left side of the screen where you would like the game saved. If no game is currently in the block of memory then it will be called "Empty." If a previous game has been saved there, the name of that saved game will be displayed. Simply highlight the desired block and press the **A Button**. You will be asked if you would like to overwrite that slot. This will erase whatever game was previously there and replace it with the respective *Grid Runner* game. Press the **A Button** again if you choose to do so. After the game is saved, you will progress to the next world.

If you would like to continue a previously saved game go into the **START MENU** and use the **D-Pad** to highlight **RESTORE GAME**. Next, use the **D-Pad** to highlight the desired game block that you would like to play. You will be transported to the world after the one you have completed/saved.

### saving/restoring a game using the saturn backup™

You can also save or restore a previous game by using the **BACKUP™ RAM** cartridge, which is sold separately from your base SATURN unit. This is performed the same way as described earlier, using the System Memory, except the save slots can be found on the right side of the screen. You will also restore a game the same way by using the right slots.



### saving/restoring a game using a password

The password feature works much the same way as the **Save Game** feature except you do not need to use the Saturn's System Memory or the **BACKUP™** cartridge. After completing a world, you will see the **SAVE GAME** Screen. This screen displays the password which will look something like the illustration at left.



This will be represented by a series of buttons you can press to restore the game from this point.

If you would like to restore a game with a password, go to **RESTORE GAME** in the **START MENU**. Highlight **ENTER PASSWORD** and press the **A Button**. At the bottom of the screen is the password that will enable you to restore a previous world. Press **START** to accept the provided password or the **R Button** to cancel it and input another password, as you have written it down. This is done through a series of button and **D-Pad** presses.

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If you have access to a FAX machine, many technical support documents and hint sheets are available for FAXback through our Automated Support System.

You can also FAX requests for technical support to (714) 833-2001. Please include a complete description of the problem you are having. Also, please include a phone number in case we need to contact you for further information.

## on-line support

For computer users who also own a modem and telecommunications software, V.I.E. has its own eight line support BBS. See below for more information.

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The V.I.E. BBS provides the latest news and information about our products as well as file patches, demos, technical support and hint sheets.

To access our BBS, set your telecommunications settings up to 14,400 baud and no parity, 8 data bits, and 1 stop bit. Then, using your telecommunications software, dial (714) 833-3305. We have eight lines available to answer your calls. While there is no charge for the use of our BBS, long-distance phone call charges may apply to some callers. Our BBS is available 24 hours a day.

## internet access

Please access V.I.E.'s World Wide Web site for technical support information and the most up-to-date, upcoming product info at: [www.vie.com](http://www.vie.com)

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Internet Account: [tech\\_support@vie.com](mailto:tech_support@vie.com)  
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V.I.E. also has two automated hint lines, available 24 hours a day. The cost is only \$.95 cents per minute. You must have a touch-tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all V.I.E. products/titles are supported on the hint lines. In the U.S.A., please call (900) 288-4744.

We also have a hint line available for our Canadian customers. The cost is only \$1.25/Canadian per minute. The Canada Hint Line is available at (900) 451-4422. If at any time you have a problem with either hint line, please call (800) 548-4468. If not answered by a live person, you will be allowed to leave a voice mail message. Follow the directions given.

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You can also mail a request for free hints to Virgin Interactive Entertainment, 18061 Fitch Ave., Irvine, CA, 92614, re: Hint Request. We will address such requests and send hint information if available. These free hints do not include all the information found in our Clue Books, or through our 900 Hint Lines, if applicable.

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Attn: Customer Service

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